

CLAW & FANG

Number 111
February 10, 1980

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This issue is respectfully dedicated to Canada.

NO MORE GAME OPENINGS

Several years ago when I started the policy of unlimited game openings I assumed that games would also eventually end so that CLAW & FANG would not get too overloaded. Up until this month, only one game ended in the last eight months. Two games did end this month but two new ones also started. There are currently 35 games running in C&F. Therefore, I am closing game openings until further notice. The only exception is the "Sword and Sorcery" variant Scott Rich is trying to organize (see below).

TWO GAMES END: 1977IK ended in Spring 1912 with a three way draw between England (Lee Kendter, Jr.), France (Eric Ozog), and Turkey (Ken Baker). Ken only had to send in one season's moves. 1977IW also ended in Spring 1912. This time with a four-way draw between England (Lee Kendter, Sr.), France (Jim Fiack), Russia (William Seguwautz), and Turkey (Vic Carpenter). Gentlemen, please send in your victory statements.

ANOTHER BROKEN PROMISE: Last month I promised to run this month the advanced rules of Scott Hightower's WARHEAD. Next month for sure.

Starting with this issue, David Loewenstern's subzine, POIGNARD becomes a regular feature within the basic CLAW & FANG. This is due to favorable reader response when I ran a sample in January and also the pleadings of David who calls his game the real press game.

"SWORD & SORCERY DIPLOMACY" commercial by Scott Rich: Before anyone signs up for "Sword & Sorcery Diplomacy", please be aware that my correct address is: Scott Rich, 159 West 200 North #104, Salt Lake City, Utah 84103 (the short form is: 159 W 200 N #104, SLC, UT 84103).

Having once been in a gamethat lasted two real years with deadlines two weeks apart, I am very interested in running the game "carbon copy" (actually photocopy) with unlimited press, and Don having the right to print what he wants as space fillers in C&F.

Any questions? No? I'll answer a few of my own... What do I mean by the regular board? Just that, one player is France and begins with an army in Paris, and an army or fleet in Brest and Marseilles, together with his King, first Hero and first Wizard in Brest, Paris or Marseilles (i.e. the "1900 build"). If a player NMR's the first turn, he will get the standard set up plus his "pieces" in alphabetical order, one to a center (i.e. fleet Brest, army Paris and Marseilles; plus Hero in Brest, King in Marseilles and Wizard in Paris). Any particular requests as to how you would like me to handle press, deadlines, etc?

[If interested, write directly to Scott. Do not send in a game fee until the game starts.]

DIPCON XIII will be held at Oakland University, Rochester, Michigan over the weekend of June 6-8, 1980. DipCon XIII will be part of MichiCon 9. For further information write MichiCon 9, P.O.Box 787, Troy, MI 48099.

107801

GM: FANGMASTER THE PRESS(?) GAME
AUTUMN 1909: Germany F Bel R OTB

SPRING 1910: MASSIVE FRENCH ATTACKS MOUNTED ON NAPLES BUT POLLUTION
REFELS FROGS.

AUSTRIA Watson (12, 1 short): F Ank→Bla*, A Bud* S A Vie→Gal*, A Tri* S A Ven,
A Ukr* S A Rum→Sev*, A Bul→Con*, A Boh*→Sil, A War* S A Ukr, A Ven* S A Tri,
A Smy→Ank*.

FRANCE Schlickbernd (15): F Tyn*→Nap, F Rom*→Nap, F Ion*→Nap, F Edi* S F NAO→Nwg*,
F Nth →Ska*, F Nwy→Swe*, F Eng→Nth*, A Mun* S A Hol*→Kie, A Pie* H, A Par→Bur*,
F Bre→Eng*, A Bel*→Hol, A Ruh* S A Mun.

GERMANY David Loewenstern (4): F Kie* S A Den, A Ber* S A Kie, A Sil*→Mun,
A Den* S F Kie.

RUSSIA Fiack (3): F Bar→StP(ne)*, A Arm*→Sev, A Sev→Mos*.

FALL 1909 due March 10. There has been a call for a vote for a concession to
Italy.

PRESS

BERLIN: My cities are in ruins, my empire is imploding...And Fangs wants to know
why there isn't enough press?!!!

KIEL: What are you looking here for? The press is in POIGNARD!

END OF PRESS

107801

THE WINNERS* GAME

GM: David F. Forte, Apt. 412, 11800 Edgewater Dr, Lakewood, Ohio
216-226-0456. AUTUMN 1907: AUS A Mun R Boh 44107

WINTER 1907: France builds A Par and F Bre. Russia builds A Sev./NSB/

SPRING 1908: STALE ORDERS CREATE CHAOS.

AUSTRIA Kendter (7): F Gre* S ITALIAN F Ion, A Alb* S A Tri, A Tri* S A Tyr,
A Tyr* S A Boh, A Vie* S A Tyr, A Boh* S RUSSIAN A Sil/NSO/, A Bud* S A Tri.

ENGLAND Straten (9): A Edi*→Den, F Nth* C A Edi→Den, F Bal* S A Pru, NSU,
A Kie* S FRENCH A Mun /NSO/, F Both* H, A Pru→War/NSU/, A Liv→Mos*,
A StP* S A Liv→Mos, F Bar* S A StP, A Den* H (unordered)

FRANCE Willemsen (10): A Mun*→Sil, A Ruh*→Mun, A Par→Bur*, A Pie* S GERMAN A Ven,
A Nap* H, F Bre* H, F Tyrr→Ion*, F Tun* S F Tyrr→Ion, F Apu* S F Tyrr→Ion,
F Adr* S F Tyrr→Ion

GERMANY Fiack (2): A Ven* S FRENCH A Pie→Tyr /NSO/, A Ber*→Sil

ITALY ~~Kendter~~ C.D. (1): F Ion H /annih/

RUSSIA Bassot (5): A Sev→Ukr, A War*→Liv, A Sil*→Pru, F Aeg* H, A Mos H/d/R Ukr,Sev,
A Pru*→Liv

VIENNA: If you two guys want a draw, you've got it. If you want otherwise,
write!

FROM THE NEWLY FROZEN SHORES OF LAKE ERIE: Doesn't anyone out there want to
play this game? I had only one revision and thus players were moving units that
did not exist. Well, there's a possibility of a draw. We have a proposal for an
English-French draw. Vote must be unanimous. Orders due my place March 7.

107801

GM: Rod Walker, 1273 Crest Dr., Encinitas, CA 92024.

AUTUMN 1906: Germany F Kie R Bal.

WINTER 1906: AUSTRIA builds A Bud. FRANCE even. GERMANY disbands A Hol, A Ruh.

ITALY even. RUSSIA builds F StP(sc). TURKEY builds A Ank.

SPRING 1907 orders due March 5. Rick Price has not been replaced as Italy
for missing two consecutive moves. One of his orders arrived--in a somewhat beaten
up condition--about a month after it was mailed.

A vote is requested on whether adjudications will be sent to those players
that send in stamped return envelopes even if all players do not do so. To carry,
the vote must be unanimous.

107901

SUMMER 1903 Germany NRR F Dön, A Mun, A Bel R OTB.

WINTER 1903: Austria build A Vie. England build A Edi.

France build A Par. GERMANY (NRR) GM removes A Lva. Italy and Turkey even.

Russia builds A Mos. SPRING 1903 due March 10.

THE FORUM: More comments on Ben Zablocki's article "Experimental Diplomacy."

ZABLOCKI'S "EXPERIMENTAL DIPLOMACY" : ARE THE PREMISES VALID?

by Mark L. Berch

In C&F #109, Ben Zablocki presented the intriguing idea that the game could be improved by making a series of small changes, playtesting them one at a time, providing incremental, but significant pluses in the game. In #110, a raft of suggestions were brought forth, ranging from the tested to the off-the-top-of-the head. But I wonder if some of his assumptions are really valid.

1. Is the rulebook the real problem? The great majority of the gripes I have seen in dipzines are not directed toward the rulebook. For example, one of the most common is that there is not enough "diplomacy" in the game. Rather than relying on cunning negotiation and carefully written treaties, etc., players just resort to the simple lie and the stab. Some resourceful players try to overcome this by the use of irrevocable joint orders, or irrevocable "proxy" orders, allowing the ally to order one or more units. These are usually done on a year by year basis. Almost invariably, the GM will shoot these down, saying that it is contrary to the "spirit of the game" or some such. Mind you, I'm not taking sides as to whether this is a valid complaint, whether the GMs are right to reject these--just that this is a common complaint that lies outside the rulebook. Another is the lack of time to do sufficient diplomacy, due to mail delays, etc. Players sometimes try to get around this by the use of "codewords". Most (but not all) GMs will not allow those, arguing (incorrectly in my opinion) that this violates simultaneity of orders. Other common complaints are the problem of dropouts and of cross-game considerations. My point here is that the great majority of complaints are not directed toward the rulebook. Of course, people may consider the Rulebook as "fixed" and not open to question.

2. Is the testing procedure really practical? Bruce Linsey is quite correct in pointing out that a large number of trials will be needed. One hundred is not enough. For example, EVERYTHING #42, with 115 games, had an astounding anomaly--3 times as many Italian wins as German. We all know that its not 3 times as easy to win with Italy as with Germany. Also, lots of people will be needed Walker's suggestion that 7 are enough will not do--because the use of small numbers makes you too vulnerable to personal idiosyncrasies of the players. Finally, these games must be spread over a long period of time, so that "learning" can take place, so that people can adjust to the new realities. At the beginning, people will tend to rush to exploit the changes to the maximum--i.e. be very self conscious about their testing role.

3. Do we agree on what's wrong with the board? To mobilize a large number of people to play, and GMs to test, these changes, you will need to persuade them that a real problem is being tackled. I see very little agreement on what's wrong with the board. Ben suggests that Italy is too weak, but to the weakness of the central powers. Yet others would say that you are looking at it from the wrong point of view; it's Russia that is too strong. Still others would say no, that's too general, the real problem is the inordinate strength of the R-T alliance.

4. Do we agree on how to change the supposed problem? Again, agreement is needed to get the large numbers of recruits. For example, the problem of long convoys, touched on briefly by Ben, has been discussed at some length in DOWN ALIEN SKIES in 1979. One suggestion, vigorously presented was to make the convoy take place before fleet dislodgement, so that there is no disruption. A second approach was suggested a while back in C&F, to allow a fleet in a coastal province to convoy. My own idea is to let one fleet in a chain both convoy and support. Davis suggests the "Abstraction" convoy. And so it goes. There have been many suggestions on how to deal with Italy's weakness.

A few secondary points need to be made. I do not think that face to face testing will suffice. The more I learn, the more I see that the postal and FTF games are really quite different. Note Davis' comment that one change was made to help everyone at least survive till the end of the game. This is a very worthy goal for FTF--

(continued overleaf)

but not for a postal game. I am convinced that the country strengths are different in postal and tournament play, and playing styles are certainly different. Secondly, one must beware of changes that seem to make it easier for a to attack b, because in most cases, those changes will make it easier for b to attack a. Thus, Linsey's suggestion that Tuscany be eliminated will also help France attack Italy, and will make the Winter 1901 build of F Mar much more common. Thirdly, I do not agree that "...since the games will be irregular, they would not attract the ratings nuts..." Since the world of that particular game is a small one, it is easy for one person to have much impact there, and may well attract people to it. Cross gaming will be increased since the number of people willing to play it will be small, thus providing rather incestuous games.

Now to end on a negative note, I will disregard all my advice and make several suggestions:

1. Begin Italy with F Rome. If one examines games in which Italy does well, we see that in most, she is more a naval than an army power. But unlike her naval rivals (E,F,T) she must use her entire 1901 navy to take a neutral. Two fleets would give her the options of plunging into French or Turkish waters, or contesting Greece--all without sacrificing Tunis. Thus, Italy's position would be strengthened not just vis-a-vis one country. Note that with just one army, a land attack on Austria will be less promising.

2. Ban two-way draws. It can be argued that the two-way alliance is just too strong a tool. If the game is drawn, the win is given to the guy with the highest number of supply centers. If they are tied, then the first guy to reach that tied number wins. If they both reached it the same year, then go back one SC (i.e. if both reached 17-17 in the same season, who reached 16 first? And if needed, 15, etc). The only way to get a two way draw would be to go lock step the whole game, which is virtually impossible.

3. Allow elective removals of pieces during winter, but rebuilding for it cannot take place till next winter. It is often hard to switch alliances because of superfluous pieces, but rebuilding that winter makes things too fluid--there has to be a countervailing disadvantage, or such changes will be automatic. A big disadvantage, though would be the difficulty of ever combing winter seasons.

DAVID D. PERLUMTTER: One of Ben Zablock's points was that the slowness of getting new units to the front hurts games. I have a possible solution. How about railroads? That's right, all supply centers are linked by railroads. They are ignored when countries are still small and centers change hands at the borders. Yet, when a country expands he can order a unit to move along the tracks for as many centers as he wants in that one turn. Some rules must exist, of course, and here are a few:

1. The moved unit can not do anything but move i.e. no supports, etc.
2. The railroad tracks must be under friendly control, you may never rail a unit through a province that is someone elses.
3. The railed unit can not move into a province that already has a unit, any unit, in it. Remember rail movement is simultaneous with regular moves so rail move can get bounced, in which case it would stop at the province before the one where it was vounced.
4. Railroad moves can be supported but only under normal rules. Example, Russia orders A stP Rails to (R) Russian Center at Mun. Now the imaginary Russian army in Kiel could support the last leg of the journey but its S would have no effect on what happened to the railed army in, say, Silesia

BLAIR M. CUSACK: I would play experimental Diplomacy. One suggestion (it may have been incorporated into variants, I don't know) is to declare country assignments F 1900, then have the countries assign builds for W 1900 which would give a different starting set up of units (i.e. F StP(nc), F Rome, F Mar, etc.). It does have its drawbacks, though. Anyway, I'd give it a shot. We could play several games to 1903 and assess the changed atmosphere.

2/7/80

OVERHEARD IN SACRAMENTO; St.Valentine's day 1980:

Oh, yes Fnags, I do love you -- but I love even more...

POIGNARD 7 -- lovingly written and edited by DAVID LOEWENSTERN
Haverford, College, Haverford, PA 19041. Phone 215-896-6606.

1979CX

VENICE UNDER SIEGE, GERMANY UNDER FIRE, ENGLISH IN ELSINORE, TURKEY
IN TACT. SWEDES CONFUSED BY FOURTH STRAIGHT CHANGE OF OWNERSHIP.

BUT THE BIG STORY:

WE MADE IT! POIGNARD WILL NOW BE RUN IN CLAW AND FANG'S MAIN 'ZINE!

Su'03: G.:Fswe-r-bot.

FALL 1903:

A.(Jim Cassity, 6): Atyl-pie, Aboh-tyl, Avie-tri, Aser-gre/f,
Abul-con/b, Fgre-alb/b. owns A., gre, ser, bul =6 even.

E.(Scott Copeland, 3): Alvp-h, Fwal-eng/b, Fnth-den. owns: E., DEN
=4 build 1.

F.(Jerry White, 5): AburS &FengS/c Apic-bel/b, Abre-par, Firi-h.
owns: F., por, spa =5 even

G.(Paul Sallabedra, 7): Fkie-bal/b, FbotS Fska-swe, AmunSAber,
AberSAmun, FholSAbel, Abels/c Fhol. owns: G., den, hol, bel,
swe =6 remove 1.

I.(Clark Reynolds, 4): FemeS/o A.Fgre-aeg, FionC Aapu-alb/b, Aven-h.
owns: I., tun =4 even.

R.(Gary Howe, 6): FbalS/c &FsweS/cdr(nwy, fin, otb) E.Fnth-den,
Alva-stp, Frum-bla/f, AarmS Fbla-ank/b. owns: R., rum, nwy
=6 even or build 1 if Fswe-r-otb.

T.(Bernie Oaklyn, 3): Fcon-bla/b, AankS/c Asmy, AsmySAank.
owns: T. =3 even.

TO NEW READERS: A slash (/) signifies failure of an order. The
slash is followed by one or more explicatory symbols:

a=annihilated, b=bounce, c=support or convoy cut, d=dislodged, f=
attempted move to dislodge friendly unit, i=impossible, o=NSO,
r= retreats, t=attempted transposition, u=NSU. U= unordered, h=holds,
B=builds, R=removes.

++++PRESS++++

ITALY ((Late press news service -- our motto is: Better late than
never)): The Goliaths beat their chests and cry out how powerful
they are while the shepherd boys quietly and calmly prepare to slay
the bullies.

ENGLAND-AUSTRIA, ITALY, RUSSIA: "Thanks for the advice, but actions
speak better than words."

PEVENSY DAILY NEWS ((ENGLISH PRESS)): The French ambassador was
murdered in his sleep early this morning by prostitute Jane Doe;
Miss Doe fully admitted her guilt and claimed her motive was
jealousy; the ambassador it seems preferred the attentions of his
mule over hers.

NEW YORK: Why should Miss Doe have been jealous just because the
ambassador preferred the attentions of his mule to hers? What
difference should it make to her whether her mule had been slighted
in favor of someone else's mule...

--Emily, I think the Pevensy Daily News meant that the ambassador
preferred the attentions of his mule to her attentions -- not to her
mule!

-- Oh, that's very different. Never mind.

(((((YES! THIS IS STILL POIGNARD 7!!!))))))

PARIS: Military Hdqtrs -- Secret Message From German Kaiser:
"I Will Keep Belgium." This effrontery to Gallic honor is being answered with a combined sea and land assault to relieve our repressed brothers, the Belgians.

((GERMANY)) BBR&MIW: ...What we would like to know is how all my friendly next door neighbors have decided that this is "Be rotten to the German" year?

GRAND FENWICK: Probably by mail.

ANKARA: Blah! ((Translated from Turkish, of course.))

CONSTANTINOPLE: "Gee, George, what color does 'white' and 'red' make when you blend them together?"

"Well, Marv, it makes a pretty pink, somewhat like the color of Turkish blood!"

"But, Turks don't bleed, do they?" ((I could say something very nasty about fictitious people not bleeding, but in the interests of keeping the Oaklyn/Tretick controversy quiet, I don't think I will))

"Only emotionally, I hear."

"What do you get when you mix 'black' with 'Green'?"

((I have no idea why Bernie capitalized Green))

"I'm not sure, but I see that color ever morning shortly after rising." ((You get hangovers like that, too?))

"Sort of a ..."

"Yes that's the one!"

SMYRNA: Having made preparations for mass suicide against the Austrians, leaving our rears open to the Russian, the Turks make a hasty change in plans. Now its bare rears open to the Russians and mass evacuation of the Austrians.

Haverford: AND NOW, THE MOMENT YOU'VE ALL BEEN WAITING FOR....

KIBBITZER PRESS!!!

PHILADELPHIA: (My Ill-Liked Kibbitzer -- Sibling Organization for Press (MILKSOP)): New Year's resolution #6 - I resolve never to become resolved in anything I do.

PHILADELPHIA (MILKSOP):

If Paul is winning the game,
His neighbors have themselves to blame.
For if they are fooled,
They soon will be ruled,
And life will go on much the same.

PHILADELPHIA (MILKSOP) to BBR&MIW, and anonymous commentator thereof ((I guess he means me)): You needn't be so tact-full. What Germany wants is to have tact France to his possessions.

((Submitted by Daniel Loewenstern))

HAVERFORD: Rules for kibbitzer press:

1. Write down any press or propaganda you can think of.
2. Put it in an envelope.
3. Mail it to me by the seventh of the month.
4. NOTE: if you want to remain anonymous, say so (or rather, write so... I probably won't hear it if you mutter something under your breath.
5. NOTE: this offer is open to all readers of Claw and Fang.

HAVERFORD, STILL AGAIN: The motion to separate Autumn/Winter from Spring failed, 3-4. Note that I require unanimity on this vote.

Therefore, Autumn, Winter 1903 and Spring 1904 are all due March 7, 1980. You may submit standby or conditional orders.

You may always send standby or conditional orders!

HAVERFORD, REDUNDANTLY AGAIN: Now that we are a permanent part of C&F, I would appreciate it if all of you made an effort to send in press. THANKS!

MUTTERINGS

'Zine Reviews by David D. Perlmutter

Only Don himself seemed to have heard my cry in the wilderness. He sent me a packet of three or four foreign 'zines that I had never heard of before. Also, in this bunch was the 'zine I've always wanted to look at. I speak of the famous/infamous Front de Liberation du Diplomacy published by your-guess-is-as-good-as-mine. Being a newcomer I have an open mind about the whole mess surrounding Mr. Oaklyn. However, each day the evidence against him seems to pile up so who knows, I might be his sworn enemy in a few days. Seriously, I think I'll just let you pro's hammer it out; I want no part of the whole question. Me a coward? Yes!

Well, as Marx said to his mistress, "Now, to work!"

LE FRONT DE LIBERATION DU DIPLOMACY published monthly by Bernie Oaklyn of 13412 Brackley Terrace, Silver Spring, MD 20904. Sub \$3.25/ten issues. Game fees range from \$3.00 for classical Dip to \$6.00 for some of the variants.

Visually, FLD is a quite lavish digest from 'zine. The pages are thin, tight and smooth no-bleed masterpieces of color. It really is fun just to flip them and watch a rainbow form. Print is sharp and clear, no blotches that are many zine's trademarks. I especially like the cartoon prints that are everywhere. However, no one buys a zine to look at the color of the pages. So it must be said that I saw no articles of any kind. Lots and lots of variants and games but nothing to read.

It is quite obvious that FLD is a fort under fire. No page goes by without an attack on Mark Borch or someone else. From cover to cover are "excerpts" from letters which all say that FRONT is great and Bernie's detractor's are nuts.

A few things that I find interesting is that no matter how attacked Oaklyn is, his zine still exists. The guy must be putting a lot of money into it. Somehow, I got a picture of all the other publishers subbing just so they can see what new horror he has created. I may be putting the old foot between the molars but I think it's quite hypocritical to sub to FLD if you believe Oaklyn to be a crook. Another thing, the Oaklyn pseudonyms I have heard about are James Alan, Brian Edwards and maybe H. D. Bassett, though I'm not sure. Well, as I looked at the games, one thing that stuck out was the first two "people" I listed were being creamed in a number of the games. OK, that's it on FLD. Hand me the washbowl, Pontius Pilate.

FLD Ratings?????? (I don't feel informed enough to say, but I sure won't sub, too little cash, too many doubts.)

DOWN ALIEN SKIES published monthly by Nick Shears of 2 Jennifer Court, 92 The Street, Ashted, Surrey, England, KT21 1AW. Sub 80p per issue. All games cost 1 pound.

Besides having a great title this 'zine is a good example of typical British high quality. The newsletter format lends itself to piles of articles and other things to read. Lots of different types of games everywhere plus a wit that seems to seep out of the pages and into your brain. One problem is language. The 'zine is written in English english, some parts may be too hard for y'all, y'hear! Of course, most of the stuff Nick talks about, such as conventions in Europe or the like, are of little interest to we colonists.

DOWN ALIEN SKIES Rating (\$) [The highest.]

Konrad Baumoister must think that I am the reincarnation of satan. It seems that everything I try to do turns out wrong. My earlier review was a bit too harsh, though I stick with the contention the printing is poor. Blue on yellow is no good. Yet, let's face it, he's been so reliable for so long that little things like print shouldn't stop anyone from subbing to EGGNOG. I did, and asked for a sample of his variant 'zine, POLITICIAN. Turns out I sent him a cancelled stamp for that sample! Wow, I'm just waiting for my check to bounce. Well, as God said to Moses, "What, you broke it already?"

[I do not change the editorial content of this column. H. D. Basset may be surprised to hear that he might be Buddy Trotick. Personally, I always thought H. D. was really Henry Kissinger. (See page 9.)]

GM: Eric Verheiden; 200 S. Azusa Ave., #2; Azusa, CA 91702
Phone: (213) 334-3149 (eves.)

1979 CT Claw & Fang Demo Invitational

Fall 1903 Russia, Italy, France Take Clear Lead

Austria (Sergeant): ~~X~~ ~~xxx~~ (A)-Alb
England (Palter): F Nwy-Nwy, F Cly-Edi, A Yor-Lon, F Den H,
F Nth S FRENCH A Bel-Hol
France (Reese): F NAT S ENGLISH F Cly-Nwy?, A Bel-Hol, A Pic-Bel,
A Bur-Rum, A Gas-Bur
Germany (Bingle): A Hol-Bel, F Eng-Nth, A Kie-Den, ~~X~~ ~~xxx~~ ~~xxx~~,
(F Ber H)
Italy (Ditter): A Vie H, A Tri-Ser, F Alb-Lre, F Ion S F Alb-Lre,
F Tun H, A Apu H
Russia (Cusack): A Ank-Con, F Bla S A Ank-Con, A Arm-Smy,
A Rum-Bul, A Bud S ITALIAN A Tri-Ser, A StP-Nwy, F Bar S
A StP-Nwy, F Swe S A StP-Nwy, A Fin S F Swe
Turkey (Farley): F ~~xxx~~ (R Aer, otb)-Smy, F Las-Ion, A Lre S
AUSTRIAN A Ser H?, A Bul S AUSTRIAN A Ser-Rum?

1903 Supply Centers

Austria: ~~xxx~~ (0) Out
England: Home, Den, ~~xxx~~ (4) Remove one
France: Home, Spa, Por, Bel, Rum (7) Build two
Germany: Ber, Hol, ~~xxx~~, ~~xxx~~, Kie (3) Remove one
Italy: Home, Vie, Tri, Tun, Ser (7) Build one
Russia: Home, Swe, Rum, Nwy, Bud, Ank, Con (10) Build one
Turkey: Smy, Bul, Lre, ~~xxx~~ (3) Remove one

Winter 1903 orders are due 7 March 1980. Conditional Spring 1904 orders are requested and will be published if all are received.

Thanks to Bob Sergeant for playin' out a rather hopeless position. It is appreciated. Players are encouraged to send moves early (two sets were received on the deadline day) and to sign and date all orders (latest set is used). For MIA protection, you can (1) let me have a phone number you can be reached at in the evening (I will call a normally reliable player for orders), (2) enclose a self-addressed postcard to be returned with your orders, or (3) send perpetual orders (these are always subject to temporary or permanent change).

Press

Tirane (via Austria): Is that all there is?

London: In a surprise move, England restored control from the dread postal monster. Lon: Live Free Enterprise.

Berlin to London: Your capital remains unmolested as per your request. Now where are those anti-French moves you promised?

Berlin to Moscow: Thank you.

Paris: The French congratulate D. S. Palter on the recovery of his throne from the usurper Ida Amin (alias Bernie Oaklyn). We hope the English will have no further spells of madness.

2/10/80

January 27, 1980
A stylish penthouse on the
upper East Side.

Mr. Horton:

Being, as you know, a long time CLAW & FANG subscriber; and having obtained a justifiably impressive reputation for postal play, (though, of course, for reasons of national security I was forced to play under my pen name of Buddy Tretick); it has not escaped my attention that I have not been invited to participate in your Demonstration Game Analysis by famous writers. I am aware that The White House Years has not made the world forget The Thorn Birds, however, I trust that you are aware that my exceptional, multifaceted intellect can adjust to the baser tastes of the masses. I therefore will write this analysis in the more "populist" style (God, I hate that word) of my own favorite author, the late Robert E. Howard. Should you choose to print it your oversight in not seeking me out earlier will be rectified. Somewhat.

Sincerely,



Dr. Henry Kissinger

Analysis of Demonstration Game 1979CT.

Chapter Six---Spring 1903. Conan the Diplomat by Dr. Henry Kissinger (in memory of Robert E. Howard)

The bayonet emerged between the startled Turkish gunner's eyes, its jagged edge breaking out above the bridge of his nose in a shower of bits of skull, brain, and blood. The powerful hands that held the weapon withdrew it through the dead man's head with a single wrenching jerk. The attacker was huge, with the powerful sinews of his herculean arms bulging from the effort and the sheer joy of battle-lust. His massive tanned head showed a smile, spreading the high broad cheekbones that revealed his Tartar ancestry. He was a product of the endless steppes and mysterious arid highlands deep within the bowels of Asia--whence came the most savage and destructive human fighting machines God had ever created.

In marked contrast, the slim and graceful figure who approached him suavely flicked the fragments of bone and gore from the lapels of his pin striped designer suit and smoothed the tips of his handlebar mustache back into place.

"Bon Giorno," he called cheerfully, "Well done. Sergio Vittorio Terrazeni at your service." He bowed and clicked his heels smartly.

"Duck," grunted the giant savagely. Terrazeni dipped smoothly, just in time to avoid being decapitated by a rifle butt being swung from his rear. The great warrior from the east hurdled him and grabbed the poor soul with the rifle. The barbarian placed the thumb and forefinger of his huge right hand in the man's eye sockets and turned to the right. His left hand grappled the man's neck and twisted in the opposite direction. The man fell heavily.

"I thank you sincerely," said Terrazeni, though his expression suggested some annoyance at the blood spots on his stylish Moroccan leather shoes. "Perhaps now I can help you, and your magnificent homeland," he added, pulling an official looking document from his pocket.

"I fight with fists, not words," the cyclopean figure replied, though his words were muffled as he was biting through the throat of yet another attacker. He demonstrated his point by ripping out the dead man's tongue and tossing it at Terrazeni's feet.

"But this is very important," the Italian added quickly. "It certifies that our countries will demilitarize borders and make no overt acts against each other, and aid each other offensively, providing the situation in no way changes, my people make

(continued overleaf)

no better deals, and after signing my Parliament will be making certain changes you will accept."

"Bah," shrugged the Russian. "Makes no sense," he spat.

"In addition, of course, you get to fight our battles as well as your own."

That brought the smile back to the mighty barbarian's face. He nodded and wrapped a gory, dripping arm around the small man's shoulders. Terrazeni shuddered at the thought of the nasty red stain across the back of his suit. If the people at home could only realize the thankless task of the diplomat, he sighed to himself.

The End of Chapter 6

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The End of 1977CX

	00	01	02	03	04	05	06	07	08	09	10	11
AUSTRIA	3	5	5	6	7	10	10	12	11	11	12	8
ENGLAND	3	4	6	4	3	3	4	5	8	8	8	9
FRANCE	3	5	5	5	3	0						
GERMANY	3	5	4	5	6	6	6	5	1	0		
ITALY	3	4	4	4	6	7	8	7	8	9	9	11
RUSSIA	4	6	6	8	8	7	5	5	6	6	5	6
TURKEY	3	4	4	2	1	1	1	0				

GM: Don Dowsnap (res S'03), Charles Eaton. Austria--Chuck Spiekerman (dro F'07), Ed Hendrix. England--Paul McSweeney (dro S'07), Jim Fiack (draw F'12). F Jerry Jones (out F'05). Germany--Tim Long (dro F'08), C.D. (out F'09). Italy--Michael Boggs (dro F'03), Sholdon Kahan (draw F'12). Russia--Dave Ditter (draw F'12). Turkey--Phil Curtis (dro S'06), C.D. (out F'07).

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Answer to last month's "You Be The Gamemaster".

[Konrad submitted the questions but not the answers. I adjudicated this to the best of my limited ability, so if it is wrong, let me know...and I know you will.]

ENGLAND (6): F Nth C A Edi-Hol /d/ R(Ska,Bel,Lon,Yor,OTB)*, F Bal* \$ F Hel*-Kie, A Edi*-Hol, F MAO* C FRE A Gas-Pie, A Pru*-Ber.

CENTERS: home, swe, /py, war, BEL? (5 or 6) remove 1 or even.

FRANCE (7): A Hol* S GERMAN F Kie, F Spa(sc)* S F Wes, A Gas*-Pie, A Sil*-Mun, F Lyo* S A Gas-Pie, F Wes* C A Gas-Pie, A Boh*-Vie.

CENTERS: home, por, spa, hol, bel? (7 or 6) even or remove 1.

GERMANY (5): F Kie* \$ F Ber-Bal, F Ber*-Bal, A Mun*-Tyo, F Eng* S RUS F Nwy-Nth, A Bud*-Vie. CENTERS: home, /py, bud (4) remove 1.

ITALY (4): F Tus* S F Tyn*-Lyo, F Tun* S F Naf*-Wes. CTRS: rom, nap, tun, /py (3) remv 1.

RUSSIA (9, 1 short): F Nwy-Nth*, F Ska-Den*, A Tyo* \$ GER A Bud-Vie, A Vie*-Bud, A Gal*S FRE A Boh-Vie, F Nwg* C A StP-Edi, F Bar* C A StP-Cly, A StP*-Edi,

F Lon-Eng NSU. CENTERS: con, ank, bul, ser, rum, sev, mos, stp, nwy, DEN, VIE(11) bld 3.

TURKEY (3, 1 short): F Akr-Tri*, F Pie* S FRENCH F Lyo. CTRS: smy, gro, ven, TRI(4) bld 2. (only room for 1)

Will the real H.D.Basset please stand up? See page 7 of CLAW & FANG #111 sent your way by LON HORTON
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